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1 Residential user characterisation: Psychometric analysis of the effect of buffering control on user-level QoS in an interactive audio--visual application
Yoshihiro Ito, Shuji Tasaka, Yoshihiko Fukuta
October 2004 **Proceedings of the 2004 ACM workshop on Next-generation residential broadband challenges**
Full text available: pdf(188.09 KB) Additional Information: full citation, abstract, references, index terms

This paper studies subjective tradeoff between fidelity and latency in an interactive audio--visual application over the Internet. In audio--video transmission, its temporal structure is disturbed by delay jitter of packets. The fidelity means how exactly the temporal structure is preserved. The degradation in the fidelity can be improved by playout buffer. Longer buffering time can suppress the disturbance caused by larger delay jitter, while it increases the latency, which is end--to--end d ...

Keywords: buffering control, interactive audio--visual application, psychometric methods, user--level QoS

2 Psychometric evaluation of an after-scenario questionnaire for computer usability studies: the ASQ
James R. Lewis
December 1990 **ACM SIGCHI Bulletin**, Volume 23 Issue 1
Full text available: pdf(371.36 KB) Additional Information: full citation, abstract, references, citings, index terms

A three-item after-scenario questionnaire was used in three related usability tests in different areas of the United States. The studies had eight scenarios in common. After participants finished a scenario, they completed the After-Scenario Questionnaire (the ASQ). A factor analysis of the responses to the ASQ items revealed that an eight-factor solution explained 94 percent of the variability of the 24 (eight scenarios by three items per scenario) items. The varimax-rotated factor pattern show ...

3 AN AFTER-SCENARIO QUESTIONNAIRE FOR USABILITY STUDIES: PSYCHOMETRIC EVALUATION OVER THREE TRIALS
James R. Lewis
October 1991 **ACM SIGCHI Bulletin**, Volume 23 Issue 4
Full text available: pdf(99.17 KB) Additional Information: full citation, abstract, references

The purpose of this report is to (1) describe a psychometric evaluation of a printer scenario questionnaire (PSQ) that was used to assess user satisfaction during scenario-based usability studies of printers and (2) compare the psychometric properties of the PSQ with those of the After-Scenario Questionnaire (ASQ) (Lewis, 1991b). The PSQ is similar to the ASQ, but is composed of three five-point scales rather than three seven-point scales.

4 A psychometric study of the job characteristics scale of the job diagnostic survey in an MIS setting
Maung K. Sein, Robert P. Bostrom
March 1991 **Proceedings of the 1991 conference on SIGCPR**
Full text available: pdf(1.01 MB) Additional Information: full citation, references, citings, index terms

5 Identification and selection of successful future IT personnel in a changing technological and business environment
Andre P. Calitz, Mark B. Watson, Gideon de V de Kock
April 1997 **Proceedings of the 1997 ACM SIGCPR conference on Computer personnel research**
Full text available: pdf(586.47 KB) Additional Information: full citation, references, citings, index terms

6 Psychometric characteristics of the CDP examination
T. C. Willoughby
June 1975 **Proceedings of the thirteenth annual SIGCPR conference**
Full text available: pdf(356.06 KB) Additional Information: full citation, abstract, references, citings, index terms

The CDP Ambassador Information Folder (1) and the Study Guide (4) give a brief history of the Certified Data Processor (CDP) examination. The current examination subjects are: Data Processing Equipment Computer Programming and Software Principles of Management Quantitative Methods Systems Analysis and Design. The primary objective at the beginning of the program was an educational one. The aim was to encourage the ...

7 Virtual environments II: Perceptual sensitivity to head tracking latency in virtual environments with varying degrees of scene complexity
Katerina Mania, Bernard D. Adelstein, Stephen R. Ellis, Michael I. Hill
August 2004 **Proceedings of the 1st Symposium on Applied perception in graphics and visualization**
Full text available: pdf(240.48 KB) Additional Information: full citation, abstract, references, index terms

System latency (time delay) and its visible consequences are fundamental virtual environment (VE) deficiencies that can hamper user perception and performance. The aim of this research is to quantify the role of VE scene content and resultant relative object motion on perceptual sensitivity to VE latency. Latency detection was examined by presenting observers in a head-tracked, stereoscopic head mounted display with environments having differing levels of complexity ranging from simple geometric ...

Keywords: latency, sensitivity thresholds, simulations

8 "Zoning-in" on information systems service quality: continuous refinement of the SERVQUAL measurement
William J. Kettinger, Choong C. Lee
December 1997 **Proceedings of the eighteenth international conference on Information**

systems

Full text available: pdf(33.89 KB) Additional Information: full citation, references

9 A psychometric evaluation of the use of data flow diagrams

John D. Clark

July 1983 **ACM SIGCHI Bulletin**, Volume 15 Issue 1

Full text available: pdf(543.57 KB) Additional Information: full citation, abstract, references

Systems morphology is usually assumed to be a function of the problem and the applied design heuristic. Recently, however, it has been suggested that the designer's psychological characteristics may have an impact as well. This study attempts to measure the impact of various cognitive metrics and experience on the structural characteristics of data flow diagrams. It appears that a statistically significant relationship does exist and it may well prove to be useful in the assignment of systems an ...

10 A psychometric evaluation of Yourdon's structured design methodology

Jon D. Clark

October 1982 **ACM SIGCHI Bulletin**, Volume 14 Issue 2

Full text available: pdf(466.39 KB) Additional Information: full citation, abstract, references

The outcome of any system design effort is typically assumed to be a function of the user's requirements specification. This study attempts to test the general hypothesis that the designer's psychological profile has a measurable impact on the system being designed. A simple experiment was designed and carried out to test the hypothesis and though the limited sample size prevents a strong statement of results, the hypothesis appears to be supported.

11 The measurement of user information satisfaction

Blake Ives, Margrethe H. Olson, Jack J. Baroudi

October 1983 **Communications of the ACM**, Volume 26 Issue 10

Full text available: pdf(986.90 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper critically reviews measures of user information satisfaction and selects one for replication and extension. A survey of production managers is used to provide additional support for the instrument, eliminate scales that are psychometrically unsound, and develop a standard short form for use when only an overall assessment of information satisfaction is required and survey time is limited.

Keywords: evaluation, information satisfaction, management audit

12 The psychometrics of cybersickness

Kay M. Stanney, Robert S. Kennedy

August 1997 **Communications of the ACM**, Volume 40 Issue 8

Full text available: pdf(622.94 KB) Additional Information: full citation, references, citings, index terms

13 Image retrieval: Content representation and similarity matching for texture-based image retrieval

Noureddine Abbadeni

November 2003 **Proceedings of the 5th ACM SIGMM international workshop on Multimedia information retrieval**

Full text available: pdf(409.30 KB) Additional Information: full citation, abstract, references, index terms

This paper addresses the fundamental issues of visual content representation and similarity matching in content-based image retrieval and image databases in general. Simply stated, defining an image retrieval system is equivalent to find answers to two fundamental questions: 1. Representation model or which features are used to represent the content of images; 2. Once the set of features representing the content of images is determined, the question of how to combine the individual or partial si ...

Keywords: autoregressive model, content-based image retrieval, perceptual evaluation, perceptual model

14 Getting it off the screen and onto paper (panel session): current accomplishments and future goals

Gary W. Meyer, Ricardo J. Motta, Joann Taylor, Maureen C. Stone
August 1990 **ACM SIGGRAPH 90 Panel Proceedings**

Full text available: pdf(11.43 MB) Additional Information: full citation, index terms

15 Student well-being in a computing department

J. R. Davy, K. Audin, M. Barkham, C. Joyner
July 2000 **ACM SIGCSE Bulletin , Proceedings of the 5th annual SIGCSE/SIGCUE ITiCSEconference on Innovation and technology in computer science education**, Volume 32 Issue 3

Full text available: pdf(432.76 KB) Additional Information: full citation, abstract, references, citings, index terms

We describe a project exploring the relationships between factors in the learning environment, student well-being and learning outcomes, in the context of a Computing department. A range of established psychometric tests identified areas of unhelpful stress in the working environment and measures were implemented to rectify these. A significant improvement in measured student well-being followed.

16 Haptics and biometrics: Sensitivity to haptic-audio asynchrony

Bernard D. Adelstein, Durand R. Begault, Mark R. Anderson, Elizabeth M. Wenzel
November 2003 **Proceedings of the 5th international conference on Multimodal interfaces**

Full text available: pdf(784.96 KB) Additional Information: full citation, abstract, references, index terms

The natural role of sound in actions involving mechanical impact and vibration suggests the use of auditory display as an augmentation to virtual haptic interfaces. In order to budget available computational resources for sound simulation, the perceptually tolerable asynchrony between paired haptic-auditory sensations must be known. This paper describes a psychophysical study of detectable time delay between a voluntary hammer tap and its auditory consequence (a percussive sound of either 1, 50, ...

Keywords: audio, cross-modal asynchrony, haptic, latency, multi-modal interfaces, time delay, virtual environments

17 4.2 organizational structure and fit: Instrument validation for investigating a model of employment arrangement fit for IT professionals

Thomas W. Ferratt, Harvey G. Enns, Jayesh Prasad
April 2003 **Proceedings of the 2003 SIGMIS conference on Computer personnel research: Freedom in Philadelphia--leveraging differences and diversity in**

the IT workforce

Full text available: pdf(277.29 KB) Additional Information: full citation, abstract, references, citings

A model of employment arrangement fit for IT professionals in traditional (e.g., permanent, full-time employee) and contractor positions has been proposed by Enns, Ferratt, and Prasad (2002). Employment arrangement fit is based on differences between an IT professional's preferred employment arrangement and the employment arrangement provided by an employer. The dimensions of the employment arrangement on which these differences are calculated include length, depth, specificity of performance re ...

18 Can eye movements be quantitatively applied to image quality studies?

Tero Vuori, Maria Olkkonen, Monika Pölönen, Ari Siren, Jukka Häkkinen

October 2004 **Proceedings of the third Nordic conference on Human-computer interaction**

Full text available: pdf(395.68 KB) Additional Information: full citation, abstract, references, index terms

The aim of the study is to find out whether subjective image quality evaluations can be quantified by eye movement tracking. We want to map objective or physically measurable image quality to subjective evaluations and eye movement data. Results show that eye movement parameters consistently change according to the instructions given to the user, and according to physical image quality. These results indicate that eye movement tracking could be used to differentiate image quality evaluation s ...

Keywords: eye movements, image quality, psychometric scaling

19 Coherent global motion percepts from stochastic local motions (abstract only)

D. W. Williams, R. Sekuler

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

A percept of global, coherent motion results when many different localized motion vectors are combined. We studied the percept with dynamic random dot kinematograms in which each element took an independent, random walk of constant step size. Directions of displacement from frame to frame were chosen from a uniform distribution. The tendency to see coherent, global flow along the mean of the uniform distribution varied with the range of the distribution.Psychometric functions were obtained with ...

20 Person-job matching in the eighties

Nambury S. Raju

January 1980 **Proceedings of the ACM 1980 annual conference**

Full text available: pdf(83.48 KB) Additional Information: full citation, abstract, references, index terms

One of the major tasks of a personnel psychologist is to match persons with jobs. This industrial match-making is a dynamic enterprise which continuously strives for improvement in its psychometric methods, as well as its responsiveness to the needs of society at large. From a psychometric point of view, several recent methodological advances have greatly improved the science of test development and the utility of test-based selection decisions or person-job matching. One such me ...

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1 Using psychomotor models of movement in the analysis and design of computer pointing devices
Anant Kartik Mithal
May 1995 **Conference companion on Human factors in computing systems**
Full text available: pdf(253.61 KB) Additional Information: full citation, references, index terms

2 Advanced tutorials: Human performance modeling for discrete-event simulation: human performance modeling for discrete-event simulation: workload
John Keller
December 2002 **Proceedings of the 34th conference on Winter simulation: exploring new frontiers**
Full text available: pdf(165.53 KB) Additional Information: full citation, abstract, references

This tutorial will present a methodology for modeling of human performance using multiple resource theory within a discrete event simulation. Participants will gain an understanding of why modeling human performance can be important and how workload models can be used to support system design. This presentation will include the theoretical background as well as detailed the techniques for modeling workload. The techniques will be demonstrated through the development of a model to assess the w ...

3 Eye gaze patterns differentiate novice and experts in a virtual laparoscopic surgery training environment
Benjamin Law, M. Stella Atkins, A. E. Kirkpatrick, Alan J. Lomax
March 2004 **Proceedings of the Eye tracking research & applications symposium on Eye tracking research & applications**
Full text available: pdf(2.54 MB) Additional Information: full citation, abstract, references, index terms

Visual information is important in surgeons' manipulative performance especially in laparoscopic surgery where tactual feedback is less than in open surgery. The study of surgeons' eye movements is an innovative way of assessing skill, in that a comparison of the eye movement strategies between expert surgeons and novices may show important differences that could be used in training. We conducted a preliminary study comparing the eye movements of 5 experts and 5 novices performing a one-handed a ...

Keywords: eye tracking, laparoscopic surgery, virtual training environment

4 The effectiveness of distributed mission training
Herbert H. Bell
September 1999 **Communications of the ACM**, Volume 42 Issue 9
Full text available: pdf(111.89 KB) html(30.16 KB) Additional Information: full citation, references, citings, index terms

5 Differences in movement microstructure of the mouse and the finger-controlled isometric joystick
Anant Kartik Mithal, Sarah A. Douglas
April 1996 **Proceedings of the SIGCHI conference on Human factors in computing systems: common ground**
Full text available: pdf(1.15 MB) html(38.40 KB) Additional Information: full citation, references, citings, index terms

Keywords: Fitts' law, characteristics of movement, isometric joystick, mouse, movement microstructure, performance differences, pointing devices, psychomotor models

6 An engineering graphics curriculum model with multidisciplinary implications
Michael B. McGrath, Gary R. Bertoline, Del Bowers, Michael H. Pleck, Mary Sadowski
July 1991 **ACM SIGGRAPH Computer Graphics**, Volume 25 Issue 3
Full text available: pdf(396.10 KB) Additional Information: full citation, abstract, index terms

This paper reports on a funded project to develop a conceptual model for an engineering graphics curriculum. The analysis lead to a framework that defined the body of knowledge appropriate for engineering graphics and and a model useful for multidisciplinary applications. It is based on the premise that computer tools available for design and research in visualization and creativity play important but not controlling roles in many visually based disciplines.

7 ABSTRACTS OF INTEREST
Susanne M. Humphrey, Ben Shneiderman
July 1987 **ACM SIGCHI Bulletin**, Volume 19 Issue 1
Full text available: pdf(948.57 KB) Additional Information: full citation, abstract

The following abstracts were selected from a computer search, using the BRS Information Technologies retrieval services, of the Dissertation Abstracts international (DAI) database produced by University Microfilms International.Unless otherwise specified, paper or microform copies of dissertations may be ordered, using the UM order number, from University Microfilms International, Dissertation Copies, Post Office Box 1764, Ann Arbor, MI 48106; telephone for U.S. (except Michigan, Hawaii or Alask ...

8 Manufacturing applications: Simulation in shipbuilding: the human simulation: resolving manning issues onboard DD21
Clyde R. Wetteland, Jeff L. Miller, Jonathan French, Kelly O'Brien, Daniel J. Spooner
December 2000 **Proceedings of the 32nd conference on Winter simulation**
Full text available: pdf(259.25 KB) Additional Information: full citation, abstract, references

The limitations that human operators impose on task execution are rarely integrated into simulations of complex systems, resulting in considerable loss of outcome fidelity. A discrete-event simulation tool, Micro Saint, was used to stochastically model the impact of

human interactions in a comprehensive model of the next generation US Navy destroyer, DD21, to support the Blue contract competitor team. Mission essential tasks performed by a 3-operator and a 4-operator configurations were modeled ...

9 Late breaking result papers: Appropriateness of foot interaction for non-accurate spatial tasks

Toni Pakkanen, Roope Raisamo

April 2004 **CHI '04 extended abstracts on Human factors in computing systems**

Full text available: pdf(228.24 KB) Additional Information: full citation, abstract, references, index terms

This paper describes alternative methods for manipulating graphical user interfaces with a foot. Feet are used in many real world tasks together with the rest of the body, but in computer environments they are almost completely put aside as an interaction possibility. One of the major problems in choosing input methods for different tasks in user interfaces is determining what kind of method is appropriate for a certain task. Feet could easily be used as a supportive input method in interaction ...

Keywords: input, interaction, multimodality, usability

10 Theories: Video games and education: (education in the face of a "parallel school")

Miguel de Aguilera, Alfonso Mendiz

October 2003 **Computers in Entertainment (CIE)**, Volume 1 Issue 1

Full text available: pdf(265.27 KB) Additional Information: full citation, abstract, index terms

Fully integrated into the everyday lives of millions of young people throughout the world, video games are a vital part of contemporary culture and society. But the reaction of many authorities and the majority of educators has been to discredit video games by assuming their negative effects. After more than two decades of research, however, many studies have been published that have gradually led to a more complex, nuanced, and useful understanding of video games. This article focuses on one of ...

Keywords: bibliography, critical review, education, education reform, media effects, video games

11 The use of Monte Carlo simulation to reflect the impact human factors can have on systems performance

Gerald P. Chubb

January 1971 **Proceedings of the 5th conference on Winter simulation**

Full text available: pdf(689.58 KB) Additional Information: full citation, abstract, references, index terms

Man-machine simulation is one approach to determining system effectiveness as a function of subsystem performance, but often man has not been treated as a viable element in system effectiveness studies. The model discussed here is an example of how human factors can be explicitly dealt with in mission simulation. The application discussed also demonstrates the feasibility of a new, systematic method for integrating multidisciplinary biological research data into a composite description of p ...

12 Military applications: Attrition and fatigue: modeling the effects of crew size and crew fatigue on the control of Tactical Unmanned Aerial Vehicles (TUAVS)

Brett Walters, Jon French, Michael J. Barnes

December 2000 **Proceedings of the 32nd conference on Winter simulation**

Full text available: pdf(223.77 KB) Additional Information: full citation, abstract, references

The field element of the U.S. Army Research Lab (ARL) at Fort Huachuca, Arizona is

concerned with the manning required to operate the close-range Tactical Unmanned Aerial Vehicle (TUAV). The operational requirements of the TUAV operators may include extended duty days, reduced crew size and varying shift schedules. These conditions are likely to reduce operator effectiveness due to fatigue. The objective of this study was to analyze how fatigue, crew size, and rotation schedule affect operator w ...

13 Bloom's taxonomy applied to testing in computer science classes

Terry Scott

October 2003 **Journal of Computing Sciences in Colleges**, Volume 19 Issue 1

Full text available: pdf(29.09 KB) Additional Information: full citation, abstract, references, index terms

Bloom's taxonomy has been used for many years to categorize human learning into three broad domains: cognitive, affective, and psychomotor. This paper discusses the categories in the cognitive domain as related to computer science testing. For many years the author has noticed that test questions and classroom activities are divided into different category levels. It has also been noticed that certain of these activities/questions are more easily accomplished by the students. This paper describe ...

14 Using discrete-event simulation to model human performance in complex systems

Romn Laughery

December 1999 **Proceedings of the 31st conference on Winter simulation: Simulation---a bridge to the future - Volume 1**

Full text available: pdf(98.87 KB) Additional Information: full citation, references, index terms

15 Late breaking results: posters: Age-centered research-based web design guidelines

Panayiotis Zaphiris, Mariya Ghiawadwala, Shabana Mughal

April 2005 **CHI '05 extended abstracts on Human factors in computing systems**

Full text available: pdf(201.57 KB) Additional Information: full citation, abstract, references, index terms

This paper presents the methodology and the results of the development of a set of age-centered research-based web design guidelines. An initial set of guidelines was first developed through careful literature review of the HCI & Aging literature. Then a series of classification methods (card sorting, affinity diagrams) were employed as a means for obtaining a revised and more robust classified set of guidelines. Finally the revised set of guidelines and the original set were tested through thei ...

Keywords: aging, universal design, web design guidelines

16 Posters: Large introductory science courses & digital libraries

Laura M. Bartolo, Cathy S. Lowe, Donald R. Sadoway, Patrick E. Trapa

June 2005 **Proceedings of the 5th ACM/IEEE-CS joint conference on Digital libraries**

Full text available: pdf(162.47 KB) Additional Information: full citation, abstract, references, index terms

Student self-assessment survey results indicate that a virtual lab experience improved understanding of many key laboratory learning objectives and that the Materials Digital Library (MatDL) has potential value in supporting a virtual lab.

Keywords: digital library, introductory science courses, virtual laboratory

17 A surgical Virtual Environment for navigating experience

Jan-Maarten Luursema, Piet Kommers

January 2003 **ACM SIGCAPH Computers and the Physically Handicapped**, Issue 75

Full text available: pdf(171.83 KB) Additional Information: full citation, abstract, references, index terms

A computer generated pre-surgical planning and teaching environment is proposed for training and evaluating novice surgeons. Although this environment is generic and can be put into practice in any medical specialisation where such 3D imaging techniques are in use, in this project we specifically focus on vascular surgery. This environment will be developed as part of the DIME project (Distributed Interactive Medical Exploratory). We are building this Virtual Environment (VE) using a new navigat ...

Keywords: constructivistic learning, virtual environments

18 Applications: Educating via entertainment media: the Sesame Workshop approach

Glenda L. Revelle

October 2003 **Computers in Entertainment (CIE)**, Volume 1 Issue 1

Full text available: pdf(214.13 KB) Additional Information: full citation, abstract

Sesame Workshop was founded 35 years ago to investigate whether entertainment media could be used to educate children. At that time the medium in question was television. As the Sesame Street television show prepares to celebrate its 35th year on the air, the television programming schedule now includes a wide variety of other educational programming for young children, and researchers are in almost universal agreement that television can be used successfully for educational purposes. In recent ...

19 Session C6: virtual reality: A virtual environment for simulated rat dissection: a case study of visualization for astronaut training

Kevin Montgomery, Cynthia Bruyns, Simon Wildermuth

October 2001 **Proceedings of the conference on Visualization '01**

Full text available: pdf(323.05 KB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

Animal dissection for the scientific examination of organ subsystems is a delicate procedure. Performing this procedure under the complex environment of microgravity presents additional challenges because of the limited training opportunities available that can recreate the altered gravity environment. Traditional astronaut crew training often occurs several months in advance of experimentation, provides limited realism, and involves complicated logistics. We have developed an interactive virtua ...

20 Incorporating clinical diagnoses in the prediction of performance on computer-based tasks for low vision users

Julie A. Jacko

June 1999 **ACM SIGCAPH Computers and the Physically Handicapped**, Issue 64

Full text available: pdf(223.62 KB) Additional Information: full citation, abstract, references

Researchers focusing on investigations of human-computer interaction are developing a heightened awareness of the challenges that impede universal access to information technologies. Furthermore, researchers are acknowledging that low vision computer users represent a sizeable portion of the computing community for whom information technologies must be made available if we are to claim successful universal access.The low vision computing community represents a vast array of visual capabilities a ...

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1 Workshops: User profiling
Johan Schuurmans, Boris de Ruyter, Harry van Vliet
April 2004 **CHI '04 extended abstracts on Human factors in computing systems**
Full text available: pdf(165.42 KB) Additional Information: full citation, abstract, index terms

A number of global trends have a large influence on the way we use technology in our life and work, like:

- increasing connectivity and connected devices (any time, any place, anywhere)
- broadband
- increasing data storage capacity, both local and in the network
- smart objects (ambient intelligence, intelligent multi-modal user interfaces)
- heterogeneous environments

According to technology providers this means enrichment. A necessity for this promise is ...

Keywords: cross domain user experience, profiling, user model

2 Determinants of MIS employees' turnover intentions: a structural equation model
Magid Igbaria, Jeffrey H. Greenhaus
February 1992 **Communications of the ACM**, Volume 35 Issue 2
Full text available: pdf(11.09 MB) Additional Information: full citation, references, citings, index terms, review

Keywords: IS personnel, job satisfaction, multivariate analysis, organizational commitment, personnel management, turnover intentions

3 A glimpse of expert programmers' mental imagery
Marian Petre, Alan F. Blackwell
October 1997 **Papers presented at the seventh workshop on Empirical studies of programmers**
Full text available: pdf(1.37 MB) Additional Information: full citation, references, citings, index terms

4 Haptics and biometrics: Sensitivity to haptic-audio asynchrony

Bernard D. Adelstein, Durand R. Begault, Mark R. Anderson, Elizabeth M. Wenzel

November 2003 **Proceedings of the 5th international conference on Multimodal interfaces**

Full text available: pdf(784.96 KB) Additional Information: full citation, abstract, references, index terms

The natural role of sound in actions involving mechanical impact and vibration suggests the use of auditory display as an augmentation to virtual haptic interfaces. In order to budget available computational resources for sound simulation, the perceptually tolerable asynchrony between paired haptic-auditory sensations must be known. This paper describes a psychophysical study of detectable time delay between a voluntary hammer tap and its auditory consequence (a percussive sound of either 1, 50, ...

Keywords: audio, cross-modal asynchrony, haptic, latency, multi-modal interfaces, time delay, virtual environments

5 Applications II: Towards automatic analysis of social interaction patterns in a nursing home environment from video

Datong Chen, Jie Yang, Howard D. Wactlar

October 2004 **Proceedings of the 6th ACM SIGMM international workshop on Multimedia information retrieval**

Full text available: pdf(490.67 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we propose an ontology-based approach for analyzing social interaction patterns in a nursing home from video. Social interaction patterns are broken into individual activities and behavior events using a multi-level context hierarchy ontology framework. To take advantage of an ontology in representing how social interactions evolve, we design and refine the ontology based on knowledge gained from 80 hours of video recorded in the public spaces of a nursing home. The ontology is ...

Keywords: human activity, medical care, ontology, social interaction, stochastic modeling

6 Multimodal applications: Multimodal detection of human interaction events in a nursing home environment

Datong Chen, Robert Malkin, Jie Yang

October 2004 **Proceedings of the 6th international conference on Multimodal interfaces**

Full text available: pdf(307.78 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we propose a multimodal system for detecting human activity and interaction patterns in a nursing home. Activities of groups of people are firstly treated as interaction patterns between any pair of partners and are then further broken into individual activities and behavior events using a multi-level context hierarchy graph. The graph is implemented using a dynamic Bayesian network to statistically model the multi-level concepts. We have developed a coarse-to-fine prototype sy ...

Keywords: group activity, human interaction, medical care, multimodal, stochastic modeling

7 Selected AI-Related Dissertations Bibliography

July 1991 **ACM SIGART Bulletin**, Volume 2 Issue 4

Full text available: pdf(1.03 MB) Additional Information: full citation, abstract, references

The following are citations selected by title and abstract as being related to AI, resulting from a computer search, using BRS Information Technologies, of the Dissertation Abstracts Online database produced by University Microfilms International (UMI).The online file includes abstracts, which are not published in this listing, but the citations below do include reference to the published Dissertation Abstracts International (DAI), which contains the abstracts. Other elements of the citation are ...

8 Coherent global motion percepts from stochastic local motions (abstract only)
D. W. Williams, R. Sekuler
January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1
Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

A percept of global, coherent motion results when many different localized motion vectors are combined. We studied the percept with dynamic random dot kinematograms in which each element took an independent, random walk of constant step size. Directions of displacement from frame to frame were chosen from a uniform distribution. The tendency to see coherent, global flow along the mean of the uniform distribution varied with the range of the distribution.Psychometric functions were obtained with ...

9 Organization overviews: user centered design processes: From behaviour to innovation at Nortel Networks
Mike Atyeo, Judith Ramsay, Judith Rattle
April 2000 **CHI '00 extended abstracts on Human factors in computing systems**
Full text available: pdf(182.36 KB) Additional Information: full citation, abstract, references

In this paper we outline the role of Design Interpretive in Nortel Networks. In particular, we describe our approach to designing innovative product concepts derived from observation of human behaviour.

Keywords: Nortel Networks, design interpretive, human factors, interaction design, product design, rapid prototyping, telecommunications, usability, value qualification

10 Technology in the home: Waterbot: exploring feedback and persuasive techniques at the sink
Ernesto Arroyo, Leonardo Bonanni, Ted Selker
April 2005 **Proceedings of the SIGCHI conference on Human factors in computing systems**
Full text available: pdf(350.60 KB) Additional Information: full citation, abstract, references, index terms

This paper presents an exploration of user interfaces, persuasive interfaces and feedback techniques in the domain of the sink. Waterbot is a system to inform and motivate behavior at the sink for the purpose of increasing safety and functionality and ultimately motivating behavior change. Waterbot can be adapted to many current sink scenarios and demonstrates the breadth of interaction possible at the point of use of water. It functions as a platform for experimenting with safety, hygiene and w ...

Keywords: behavior change, captology, context-aware computing, persuasive environments, product design, ubiquitous computing, water conservation

11 Development and validation of an instrument to differentiate technologists from non-technologists
Jonathan K. Trower, Detmar W. Straub
May 1992 **Proceedings of the 1992 ACM SIGCPR conference on Computer personnel**

research
Full text available: pdf(893.34 KB) Additional Information: full citation, references, citings, index terms

12 Representing and reasoning about change (abstract only)
Reid G. Simmons, Randall Davis
January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1
Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

A recent trend in artificial intelligence research is the construction of expert systems capable of reasoning from a detailed model of the objects in their domain and the processes that affect those objects. We describe a system being built in this fashion, designed to solve a class of problems known as geologic interpretation: given a cross-section of the Earth's crust (showing formations, faults, intrusions, etc.), hypothesize a sequence of geologic events whose occurrence could have formed th ...

13 3D balance in legged locomotion: modeling and simulation for the one-legged case (abstract only)
Seshashayee S. Murthy, Marc H. Raibert
January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1
Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

This paper explores the notion that the motion of dynamically stable 3D legged systems can be decomposed into a planar part that accounts for large leg and body motions that provide locomotion, and an extra-planar part that accounts for subtle corrective motions that maintain planarity. The large planar motions raise and lower the legs to achieve stepping, and they propel the system forward. The extra-planar motions ensure that the legged system remains in the plane. A solution of this form is s ...

14 Knowledge-based animation (abstract only)
David Zeltzer
January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1
Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

In constructing a goal-directed system for automatic motion synthesis for computer animation, the essential problem is to account for the extraordinary flexibility and adaptability exhibited by moving creatures. The selective *potentiation* and *depotentiation* of elements of a hierarchy of motor control programs is a key to the generation of adaptive motor control. The constraints on motion sequences are analyzed, and mechanisms for achieving continuity of movements are discussed. The ...

15 A multiple track animator system for motion synchronization (abstract only)
D. Fortin, J. F. Lamy, D. Thalmann
January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1
Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

MUTAN (MUltiple Track ANimator) is an interactive system for independently animating three-dimensional graphical objects. MUTAN can synchronize different motions; it is also a good tool for synchronizing motion with sound, music, light or smell. To indicate moments in time, marks are associated with appropriate frame numbers. MUTAN enables the marks to be manipulated. An animator can also adjust one motion without modifying the others. To make this possible, MUTAN handles several tracks at a tim ...

16 "Graphical marionette" (abstract only)
Carol M. Ginsberg, Delle Maxwell

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

Many person-modelling 3-D animation systems are currently being developed, but often suffer from confusing and elaborate user interfaces. Given over 200 degrees of freedom, the human form is capable of such intricate motion that its specification and display presents considerable difficulty to both animators and animation systems designers. Given such difficulties with single figures, the orchestration of several in parallel remains a major challenge. In pursuit of understanding thoroughly this ...

17 Motion analysis of grammatical processes in a visual-gestural language (abstract only)

Howard Poizner, Edward S. Klima, Ursula Bellugi, Robert B. Livingston

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

Movement of the hands and arms through space is an essential element both in the lexical structure of American Sign Language (ASL), and, most strikingly, in the grammatical structure of ASL: it is in patterned changes of the movement of signs that many grammatical attributes are represented. These grammatical attributes occur as an isolable superimposed layer of structure, as demonstrated by the accurate identification by deaf signers of these attributes presented only as dynamic point-light dis ...

18 Perceiving and recovering structure from events (abstract only)

James E. Cutting

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

How do perceivers identify a moving object as seen against a changing background? How do figure and ground separate? Such questions have engaged psychologists for at least seventy years. In particular, the Gestalt psychologists were deeply concerned with the latter, but had only the illdefined notion of *common fate*, or uniform density, for dealing with the former. The coherent flow of a moving object is seen, somehow, by extracting those aspects of the whole that segregate it from the gro ...

19 Selective attention to aspects of motion configurations: common vs. relative motion (abstract only)

James R. Pomerantz, Nelson Toth

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

The motion of a dot configuration may be described as the sum of its relative (part) and common (whole) motion components. Is either of these two component dimensions extracted before the other in human perception? Reaction time data from selective attention experiments show that neither dimension can be responded to without interference from the other, implying that neither is processed more quickly than or ahead of the other. Following Garner's nomenclature, common and relative motions appear ...

20 The cross-ratio and the perception of motion and structure (abstract only)

William A. Simpson

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available: pdf(3.92 MB) Additional Information: full citation, abstract

Followers of J. J. Gibson have proposed that the cross-ratio, a projective invariant for four collinear points, underlies the perception of objects in motion. Experiment 1 tested this theory by presenting subjects with displays of 3 or 4 dots rotating in depth. Accuracy was equally high in both conditions for motion and structure judgements, so the cross-ratio

cannot be necessary. Experiments 2 and 3 tested the cue of lining up, and some evidence for its use was found. The results are consistent ...

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1 Human performance using computer input devices in the preferred and non-preferred hands
Paul Kabbash, I. Scott MacKenzie, William Buxton
May 1993 **Proceedings of the SIGCHI conference on Human factors in computing systems**
Full text available: pdf(788.37 KB) Additional Information: full citation, abstract, references, citings, index terms

Subjects' performance was compared in pointing and dragging tasks using the preferred and non-preferred hands. Tasks were tested using three different input devices: a mouse, a trackball, and a tablet-with-stylus. The trackball had the least degradation across hands in performing the tasks, however it remained inferior to both the mouse and stylus. For small distances and small targets, the preferred hand was superior. However, for larger targets and larger distances, both hands performed a ...

Keywords: Fitts' law, computer input, hand comparisons

2 Simulation education: Learning environments for simulation education: design principles for teaching simulation with explorative learning environments
Heimo H. Adelsberger, Markus Bick, Jan M. Pawlowski
December 2000 **Proceedings of the 32nd conference on Winter simulation**
Full text available: pdf(3.34 MB) Additional Information: full citation, abstract, references

Teaching the highly complex domain of simulation requires well-elaborated strategies for efficient education. In this paper we present a well-structured approach to define the requirements for web-based simulation courses. Our approach is based on the Essen Learning Model (ELM) (Pawlowski 2000), a development model supporting the development and specification of learning environments. The results of the Essen Learning Model development process describe the requirements for a learning environment ...

3 HERDING CATS: training students in customer service, assisting faculty and facilitating trainers for various technical levels
Dora Douglas, Melissa Foster
September 2003 **Proceedings of the 31st annual ACM SIGUCCS conference on User services**
Full text available: pdf(161.34 KB) Additional Information: full citation, abstract, index terms

Our challenge in the lab group at the University of Richmond is to collectively train approximately 85 students to work in five academic computing labs housed in five different buildings across campus. This program is designed to train student lab assistants at a variety of knowledge and skill levels, using a range of content transfer strategies (online, written, traditional instruction).

Keywords: computer labs, program design, students, training

4 Eye gaze patterns differentiate novice and experts in a virtual laparoscopic surgery training environment

Benjamin Law, M. Stella Atkins, A. E. Kirkpatrick, Alan J. Lomax

March 2004 **Proceedings of the Eye tracking research & applications symposium on Eye tracking research & applications**

Full text available: pdf(2.54 MB) Additional Information: full citation, abstract, references, index terms

Visual information is important in surgeons' manipulative performance especially in laparoscopic surgery where tactual feedback is less than in open surgery. The study of surgeons' eye movements is an innovative way of assessing skill, in that a comparison of the eye movement strategies between expert surgeons and novices may show important differences that could be used in training. We conducted a preliminary study comparing the eye movements of 5 experts and 5 novices performing a one-handed a ...

Keywords: eye tracking, laparoscopic surgery, virtual training environment

5 HCI overviews: CREATE: center for research and education on aging and technology enhancement

Wendy A. Rogers, Sara J. Czaja

April 2004 **CHI '04 extended abstracts on Human factors in computing systems**

Full text available: pdf(187.11 KB) Additional Information: full citation, abstract, references, index terms

In this paper we describe the interdisciplinary and cross-university Center for Research and Education on Aging and Technology Enhancement (CREATE). This center is a consortium of the University of Miami (UM), Georgia Institute of Technology (GT), and Florida State University (FSU). It is a multidisciplinary (psychology and engineering), collaborative Center, funded by the National Institutes of Health (National Institute on Aging), dedicated to solving problems of aging and computer technology ...

Keywords: input devices, interface design, older adults, training

6 Creative pedagogy for computer learning: eight effective tactics

M. Khalid Hamza, Bassem Alhalabi, David M. Marcovitz

December 2000 **ACM SIGCSE Bulletin**, Volume 32 Issue 4

Full text available: pdf(522.75 KB) Additional Information: full citation, abstract, index terms

Do your students seem uninterested in learning about computing? Do they complain that the subject matter has no relevant application to the "real world"? Do they appear baffled, bored, and inattentive? Your mission as a creative facilitator is not to assign a grade; your mission is to educate students to think, learn, and make new connections they never thought possible. A teacher's guidance, constructive feedback, and facilitated instruction should pave the way for students to meaningfully brid ...

7 Advanced tutorials: Human performance modeling for discrete-event simulation: human performance modeling for discrete-event simulation: workload

John Keller
December 2002 **Proceedings of the 34th conference on Winter simulation: exploring new frontiers**
Full text available: pdf(165.53 KB) Additional Information: full citation, abstract, references

This tutorial will present a methodology for modeling of human performance using multiple resource theory within a discrete event simulation. Participants will gain an understanding of why modeling human performance can be important and how workload models can be used to support system design. This presentation will include the theoretical background as well as detailed the techniques for modeling workload. The techniques will be demonstrated through the development of a model to assess the w ...

8 The CHI '95 doctoral consortium
Catherine Marshall
October 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 4
Full text available: pdf(221.31 KB) Additional Information: full citation, abstract, index terms

For the past 10 years, SIGCHI has sponsored a Doctoral Consortium which is held at the annual CHI conference. Traditionally, the Doctoral Consortium has been a closed event in which an invited group of doctoral candidates present their research-in-progress to each other and to a faculty committee. In addition to the presentations, there are typically group exercises and discussion sessions which are designed to allow the Doctoral Consortium participants to get to know one another better, to thin ...

9 Hand eye coordination patterns in target selection
Barton A. Smith, Janet Ho, Wendy Ark, Shumin Zhai
November 2000 **Proceedings of the symposium on Eye tracking research & applications**
Full text available: pdf(559.34 KB) Additional Information: full citation, abstract, references, citings, index terms

In this paper, we describe the use of eye gaze tracking and trajectory analysis in the testing of the performance of input devices for cursor control in Graphical User Interfaces (GUIs). By closely studying the behavior of test subjects performing pointing tasks, we can gain a more detailed understanding of the device design factors that may influence the overall performance with these devices. Our Results show them are many patterns of hand eye coordination at the computer interface which di ...

Keywords: eye tracking, hand eye coordination, motor control, mouse, pointing, pointing stick, target selection, touchpad

10 The human-computer interface in information systems design: An investigation of the roles of individual differences and user interface on database usability
Steven S. Curl, Lorne Olfman, John W. Satzinger
December 1997 **ACM SIGMIS Database**, Volume 29 Issue 1
Full text available: pdf(1.53 MB) Additional Information: full citation, abstract, references, index terms

This research seeks to understand to what extent leveraging the graphical user interface's ability to convey spatial information can improve a user's ability to write effective database queries. This capability is believed to be especially important when nontechnical individuals, with diverse backgrounds and cognitive abilities, are expected to interact directly with these systems in the query formulation process.This study makes use of recent developments in graphical user interface technology ...

Keywords: computer-human interaction, database queries, end-user computing, spatial representation, visualization ability

11 Differences in movement microstructure of the mouse and the finger-controlled isometric joystick

Anant Kartik Mithal, Sarah A. Douglas

April 1996 **Proceedings of the SIGCHI conference on Human factors in computing systems: common ground**

Full text available: pdf(1.15 MB) html(38.40 KB) Additional Information: full citation, references, citings, index terms

Keywords: Fitts' law, characteristics of movement, isometric joystick, mouse, movement microstructure, performance differences, pointing devices, psychomotor models

12 Theories: Video games and education: (education in the face of a "parallel school")

Miguel de Aguilera, Alfonso Mendiz

October 2003 **Computers in Entertainment (CIE)**, Volume 1 Issue 1

Full text available: pdf(265.27 KB) Additional Information: full citation, abstract, index terms

Fully integrated into the everyday lives of millions of young people throughout the world, video games are a vital part of contemporary culture and society. But the reaction of many authorities and the majority of educators has been to discredit video games by assuming their negative effects. After more than two decades of research, however, many studies have been published that have gradually led to a more complex, nuanced, and useful understanding of video games. This article focuses on one of ...

Keywords: bibliography, critical review, education, education reform, media effects, video games

13 The effectiveness of distributed mission training

Herbert H. Bell

September 1999 **Communications of the ACM**, Volume 42 Issue 9

Full text available: pdf(111.89 KB) html(30.16 KB) Additional Information: full citation, references, citings, index terms

14 Walking on an electric treadmill while performing VDT office work

N. Edelson, J. Danoffz

August 1989 **ACM SIGCHI Bulletin**, Volume 21 Issue 1

Full text available: pdf(679.72 KB) Additional Information: full citation, abstract, references, index terms

The physiological and psychological health problems associated with sedentary office work are well documented, but their solution has proved elusive. In this study a specially designed office permitted the comparison of conventional word processing (sedentary condition) to word processing performed while walking on an electric treadmill at 1.4 to 2.8 km/hr (active condition). Five subjects after several days of practice produced two test trials each consisting of six 20-minute intervals of word ...

15 AI in the media

Steve Coles

August 1974 **ACM SIGART Bulletin**, Issue 47

Full text available: pdf(210.62 KB) Additional Information: full citation, abstract

Warner Bros. has recently released "The Terminal Man" starring George Segal as Harry Benson, an artificial intelligence researcher suffering from psychomotor epilepsy. Produced and directed by Mike Hodges, who also wrote the screenplay based on Michael Crichton's novel, this movie will probably not rank as highly in the film world as Crichton's novel did in the book world. Nevertheless, its fast-paced adventure will probably have wide appeal and place it in the realm of respectable commercial su ...

16 The cyberiad: fables for the cybernetic age
Stanislaw Lem, Mike Wilber
August 1974 **ACM SIGART Bulletin**, Issue 47
Full text available: pdf(118.63 KB) Additional Information: full citation, abstract

Stanislaw Lem's **Cyberiad** chronicles the adventures of Their Most Sublime and Radiant Constructorships Trurl and Klapaucius, Delight and Terror of the Universe, as they sally forth offtimes to bring to distant lands the benefit of their expertise. Their machines could do anything: the Gnostotron, an ontologue computer, with its theostats adjusted to the proper EMF (epistomotive force), at first claimed that omnipotence is most omnipotent when one does nothing at all, but with its loquacity ...

17 The effects of task interruption and information presentation on individual decision making
Cheri Speier, Joseph S. Valacich, Iris Vessey
December 1997 **Proceedings of the eighteenth international conference on Information systems**
Full text available: pdf(65.96 KB) Additional Information: full citation, references, citings

Keywords: decision making, decision support systems, information presentation formats, interruptions

18 Emotional response patterns and sense of presence during video games: potential criterion variables for game design
Niklas Ravaja, Mikko Salminen, Jussi Holopainen, Timo Saari, Jari Laarni, Aki Järvinen
October 2004 **Proceedings of the third Nordic conference on Human-computer interaction**
Full text available: pdf(271.03 KB) Additional Information: full citation, abstract, references, index terms

We investigated the emotional response patterns and sense of presence elicited by video games with different characteristics (i.e., Tetris, Super Monkey Ball 2, Monkey Bowling 2, and James Bond 007: NightFire) among 37 undergraduates. We also examined the moderating influence of the sensation seeking and self-forgetfulness traits on the responses. Participants self-reported their emotional responses, defined in terms of joy, pleasant relaxation, anger, fear, and depressed feeling, and sense o ...

Keywords: emotional responses, game design, personality, sense of presence, video games

19 VizSEC innovative visualizations session: CyberSeer: 3D audio-visual immersion for network security and management
Christos Papadopoulos, Chris Kyriakakis, Alexander Sawchuk, Xinming He
October 2004 **Proceedings of the 2004 ACM workshop on Visualization and data mining for computer security**
Full text available: pdf(439.86 KB) Additional Information: full citation, abstract, references, index terms

Large complex networks have become an inseparable part of modern society. However, very little has been done to develop tools to manage and ensure the security of such networks. Network operators continue to slave over endless daily logs and alerts in a struggle to keep networks operational. Perhaps the most formidable enemy of network operations today is the volume of management data that must be perused. Expensive commercial products attempt to visualize data but with limited utility, as wi ...

Keywords: monitoring, network security, network visualization

20 The design and evaluation of a high-performance soft keyboard



I. Scott MacKenzie, Shawn X. Zhang

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**

Full text available: pdf(805.96 KB) Additional Information: full citation, abstract, references, citings, index terms

The design and evaluation of a high performance soft keyboard for mobile systems are described. Using a model to predict the upper-bound text entry rate for soft keyboards, we designed a keyboard layout with a predicted upper-bound entry rate of 58.2 wpm. This is about 35% faster than the predicted rate for a QWERTY layout. We compared our design (OPTI) with a QWERTY layout in a longitudinal evaluation using five participants and 20 45-minute sessions of text entry. Average entry rate ...

Keywords: Fitts' law, digraph probabilities, linguistic models, mobile systems, pen input, soft keyboards, stylus input

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